

The Shawnee Christmas Cup

Rules:



FIFA Rules with any exceptions listed herein:

All players must wear **shin guards** or will not be allowed to play.

All players must wear matching **jerseys**/shirts during play. If both teams are wearing the same color, the home team must change. The Home team will be listed first on the game schedule.

Players wearing **protective casts** must receive written approval by the Tournament Director. If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until the Tournament Director allows the player to play.

No **jewelry** will be allowed, including earrings of any type, necklaces and/or bracelets. The only exception will be players wearing medical bracelets.

Substitution: Substitutions can be made on the fly.

Referees / Timing:

There will be no abuse of the referees, coaches or players tolerated, verbal or otherwise. Any indication of such behavior by a coach, parent or other spectator will result in immediate removal from the tournament site. Please keep all comments (cheering) positive. Teams must be ready to enter the field at least 5 minutes prior to scheduled game time.

Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks:

Kick Offs

May be kicked in any direction. You cannot score directly from a kickoff (ball must be 100% over the mid-line to be considered on the offensive half of the field). The kickoff is an indirect kick.

Kick-ins

The ball shall be kicked into play from the touchline, rather than thrown in. The ball is considered in play when the ball is touched and changes position. This is an indirect kick, and a goal cannot be scored from this kick.

Direct and in-direct kicks

All dead-ball kicks (kick-ins, kickoffs, free kicks and corner kicks) are indirect with the exception of penalty kicks. Indirect kicks must only change position before the ball will be

considered in play. If a free kick is awarded within five yards of the opposing goal line, the ball will be moved back to five yards from the line. It is the referee's discretion where the ball will be placed.

Goal kicks

May be taken from any point of the goal box. All Goal Kicks are indirect kicks.

Penalty kicks

Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are DIRECT kicks taken from the designated penalty spot. All penalty kicks for 3v3 will be taken from mid-field with an open goal.

Five-Yard Rule

In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal line in line with the direction of play prior to the kick.

Goal Scoring

A goal may only be scored from a touch within the team's offensive half of the field. The ball must be completely on the offensive half of the field and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) in their offensive half, and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds. See below for "Plane of the Goal / Net Interference."

Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification:

There will be no Offside infractions

Goal keepers are restricted to using their hands only inside the penalty box. There will be no goalkeepers for 3v3.

No slide tackling is allowed. If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED unless it is a goalkeeper sliding to stop a shot. If a player other than the goalkeeper stopping a shot slides and contact is initiated, a free kick shall be awarded to the opposing team. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

Hand Ball Clarification

Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Field Dimensions

3v3 – Will play in the Penalty area of an 11v11 Field.

5v5 – Will play on a 7v7 Field

7v7 – will play on a 9v9 Field

Game Durations

3v3 – 20 Minutes

5v5 – 24 Minutes

7v7 – 24 Minute

Plane of the Goal

The referee's judgment call and ruling on the field will not be overturned.

Delay of games / Forfeits / Overtime

Delay of Game

The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time. The referee has the official time on the field.

Forfeits

Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before the referee issues a forfeit. **The Soccer Tournament Director must approve all forfeits before the game is considered an official forfeit.** The Tournament Director has the option to replay a forfeited game if deemed necessary. Any team forfeiting three games during pool play may be removed from the tournament. Any team forfeiting one game during the playoffs may be removed from the tournament.

Play-off Penalty Kick's

In Semifinal or Final games that must have a winner, if there's no winner after the official game time the game will go to a shoot-out. A coin toss will decide team-kicking order. The players from each team remaining on the field at the end of the game will be the only players to kick for their team. Standard FIFA rules will be used as to the shoot-out process with exception being 3v3 only using the 3 players from each team on the field at the end of regulation.

Game Balls / Sizes:

Teams are responsible for providing game balls. The ball size for each group is as following:

- U7 - U12 = Size 4
- U13 & up = Size 5

Tiebreakers:

The following tiebreakers will decide who the winner is:

- Points
- Head-to-head
- Goal differential
- Goals against
- Goals scored
- Shut-outs

In the event of a three or more team tie during preliminary games, head to head competition will be eliminated but will come back into play once we are down to 2 teams. During the process of utilizing the tie breaker sequence, once a team is eliminated, we begin with the sequence over (begin with head to head competition if appropriate).

Max Goal differential will be MAX 5

Roster:

U7-U10: 3v3 Max Roster 6

U11-U16: 5v5 Max Roster 10

U17+: 7v7 Max Roster 14

Every team has to submit a roster with all the player names and their Date of Birth and a copy of each player's birth certificate and/or a copy of an official document, like a passport. Each team also has to sign a Liability Release form per player.

Rosters & backups must be uploaded to GOT SPORT no later than 12/15/25 for review.

TOURNAMENT DIRECTOR MAKES ALL FINAL DECISIONS!